TOTAL OVERDOSE™
DEADLINE GAMES
eidos

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Numbers.

What is the PEGI age rating system?

Pan European Games Information (PEGI) is the age rating system for video games in Europe (except where, by law, other rating systems apply). PEGI comprises two separate but complementary elements. The first is an age rating:-

The second is icons describing the type of content in the game. Depending on the type of game, there may be a number of such icons. The age rating of the game is appropriate to the intensity of the content. The icons are:-

VIOLENCE

BAD LANGUAGE

FEAR

SEXUAL CONTENT

DRUGS

DISCRIMINATION

PEGI will allow parents and those purchasing games for children to choose games appropriate to the age of the intended player. For further information visit http://www.pegi.info

SLES-53492

1 Player • Memory Card (8MB) (for PlayStation®2) : 720KB minimum • Analog Control Compatible: analog sticks only • Vibration Function Compatible

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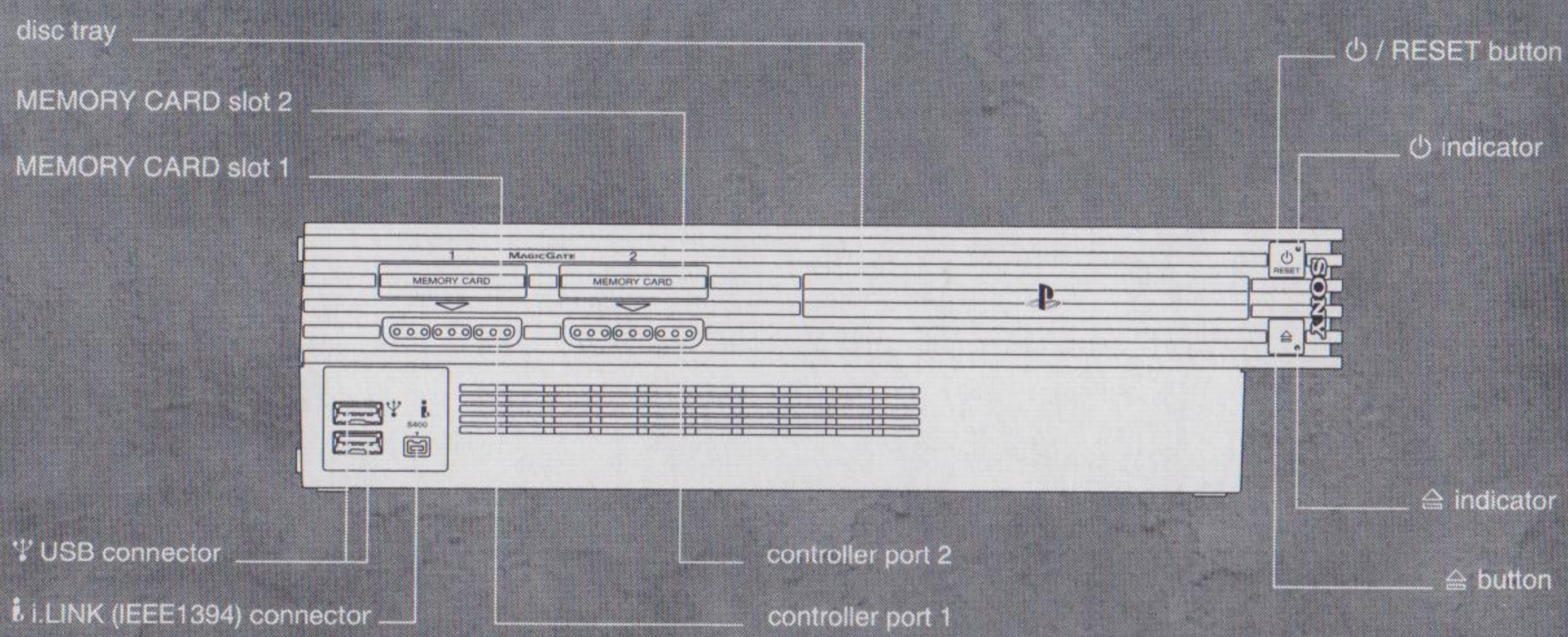
Thank you for purchasing **Total Overdose** for the PlayStation®2 console. Be sure to read this instruction manual thoroughly before you play the game.

CONTENTS

GETTING STARTED 2
CONTROLLER 3
INTRODUCTION 4
GAME CONTROLS 5
Menu Navigation 5
Character Controls 6
Weapon Controls 6
Vehicle Controls 7
Loco Move Controls 8
SETTING UP THE GAME 8
MAIN MENU 8
THE GAME SCREENS 9
SCREEN DISPLAYS 9
Reading the Radar 11
OBJECTIVES MENU 13
In-Game Menu 13
Choosing Missions and Mission Types 13
EXPLORING THE GAME WORLD 14
GETTING AROUND IN THE CITY OF LOS TOROS 14
On Foot 14
'Hitch a ride' 14
By Taxi 14
MAP 14
Travelling between Areas 15
THE PISTOLEROS ASOCIADOS 15
ADRENALINE! 16
KILL MOVES 17
COMBO SYSTEM 20
Combo Timer 20
Unique Combo Moves 21
PICK UPS 22
LOCO MOVES 23
OPTIONS 25
SAVING AND LOADING 25
SAVING A GAME 25
LOADING A GAME 26
WEAPONS IN TOTAL OVERDOSE 26
Firearms 26
Heavy Weapons 27
Thrown Explosives 28
Melée weapons 28
Unarmed Combat 28
CREDITS 30
WARNING 36
WARRANTY 36

GETTING STARTED



Note: Illustration may not match all PlayStation®2 console types. For owners of SCPH-70000 series PlayStation®2 systems, refer to the setup instructions supplied with your system.

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the ⏻/RESET button. When the ⏻ indicator lights up, press the ⏏ button and the disc tray will open. Place the **Total Overdose** on the disc tray with the label side facing up. Press the ⏏ button again and the disc tray will close. Attach game controllers and other accessories, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software. It is advised that you do not insert or remove accessories once the power is on. Make sure there is enough free space on your Memory Card (8MB) (for PlayStation®2) before commencing play.

MEMORY CARD (8MB) (FOR PLAYSTATION®2)

It is advised that you do not insert or remove accessories or memory cards (8MB) (for PlayStation®2) once the power is turned on. Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play. Insert your memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1. The memory card (8MB) (for PlayStation®2) is supported in MEMORY CARD slot 1 only. As the game autosaves in one slot and contains player specific saved option data, we recommend that different players use their own memory card (8MB) (for PlayStation®2).You require at least 720KB of free space on your memory card (8MB) (for PlayStation®2) in order to save **Total Overdose** game data.

There is one autosave slot, if you want to ensure another player's game doesn't overwrite your progress, it is recommended that you save progress to your own memory card (8MB) (for PlayStation®2).

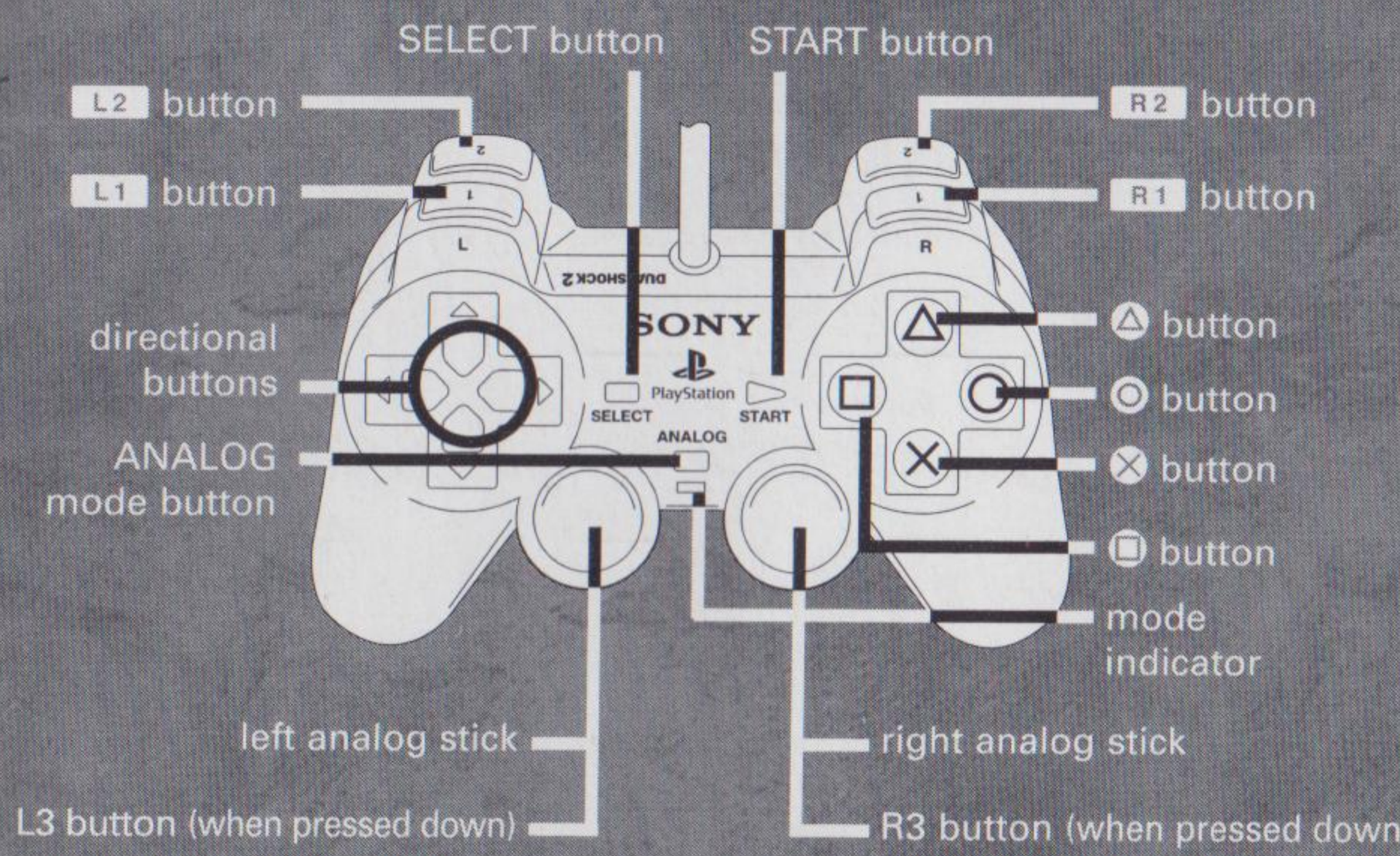
- If you don't have one, be sure to manually save your progress during a mission, using Save Points described above.

Please select your preferred language from your console's internal System Configuration.

CONTROLLER

This game is a single player game, compatible with the analog controller (DUALSHOCK®2). Connect the analog controller (DUALSHOCK®2) to controller port 1. The analog controller (DUALSHOCK®2) is set in ANALOG mode (mode indicator: ON) and cannot be switched to digital mode using the ANALOG mode button. The digital controller is not compatible.

ANALOG CONTROLLER (DUALSHOCK®2)



- Controls are all set in ANALOG mode (mode indicator: ON) and cannot be switched to digital mode by using the ANALOG mode button.
- This game supports the vibration function of the analog controller. This can be activated/deactivated from the Options - Controller Config.
- This manual assumes the button configuration is set up in the default setting.

INTRODUCTION

Hey Ramolito! You've always been the black sheep of our family, but now you're in it up to your neck, looking at a life stretch in the state pen! They're gonna throw away the keys hombre! I don't want to hear your excuses, save that for the judge - but as your twin brother I'm gonna throw you a line!

You know as well as I do that the drug cartels are taking over Southern LA and most of Mexico poisoning both nations and dragging more and more people into a life of crime.

Hard drugs, guns and gang violence are the day-to-day currency and only the drug lords ever seem to win. I know it might seem crazy, but with me out of action, my buddies in the DEA need someone to play my part in the big picture...

Before you flip me off, hear me out. If you won't do this for yourself, maybe do it for papa's memory. The story goes that he died on the backstreets of Los Toros, Mexico of an overdose. But something doesn't add up. If he OD'd, it was a damn long fall from a kerb that caused his injuries, But yet the flatheads at the DEA seemed to all too quickly write him off as an overworked and strung out cop who couldn't handle the pressure.

He was a damn good agent, he gave his life to the forces of law and order and I have one helluva hunch that he'd penetrated deep into the cartel's organisation before his cover was compromised - by a traitor, someone on the inside at the DEA. If you get involved maybe we can clear papa's name and blow the whole cartel wide open taking out the drug lords in the process.

Since you're not officially playing for our side, you don't need to follow the rules! Just make sure you're good enough to go up against these bad asses before you run in all guns blazing. These banditos aren't playing to lose and they will bury anyone who crosses them.

Did I mention that you can get all the training you need at the Pistoleros Asociados in downtown Los Toros, just south of the border? I'd started infiltrating the cartel when I got taken out by that grenade, so just carry on from where I left off and use any means necessary to take these scumbag pendejos out of the equation.

So, are you with us? I hope so, hombre, I hope so.

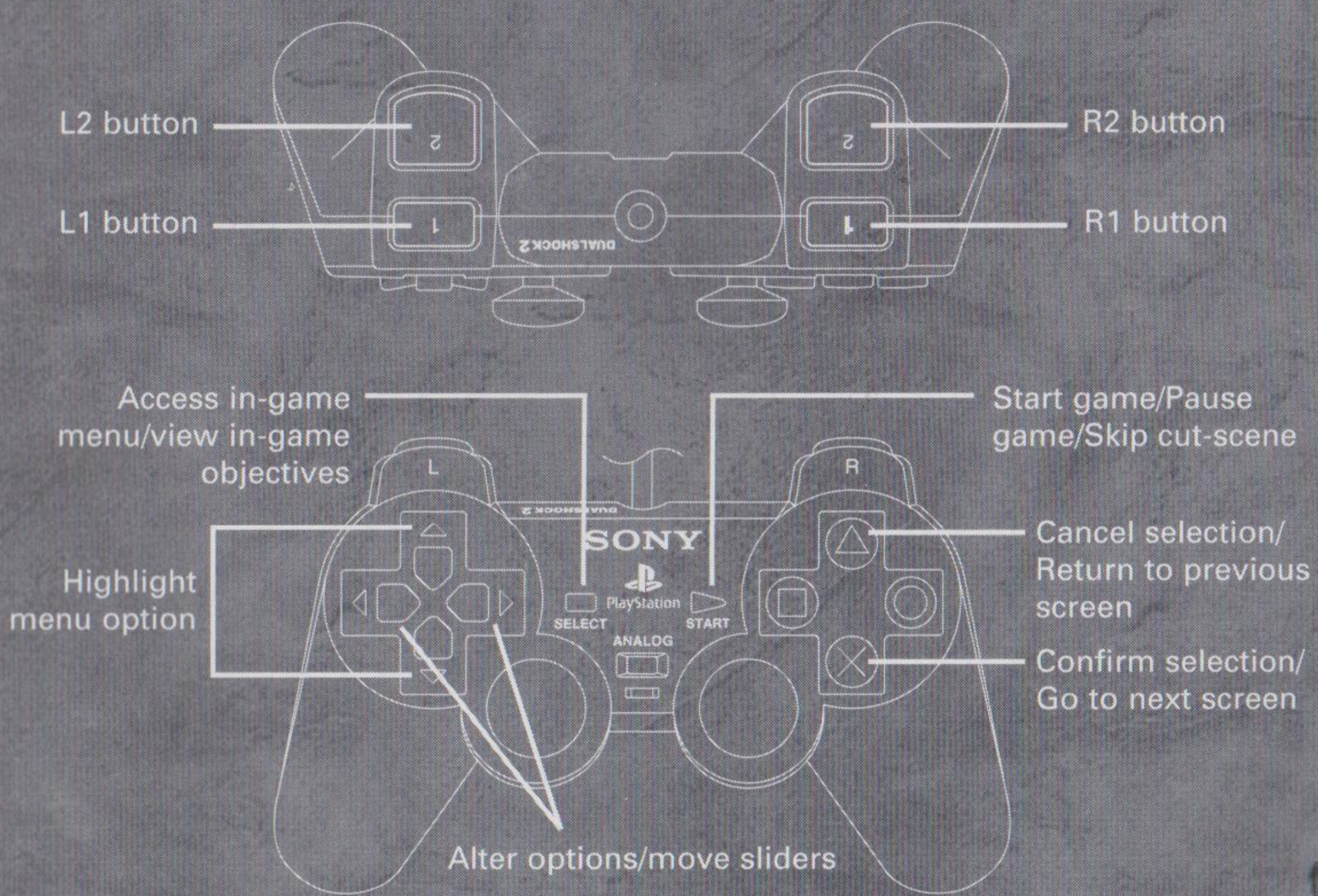
Why not visit the official **Total Overdose** website at:
http://www.totaloverdose.com/

GAME CONTROLS

NOTE: This title does not support the digital controller.

Menu Navigation

Use these controls in **Total Overdose's** menus:



Character Controls

Controlling Ram effectively could mean the difference between death and glory.

Move forward/backward	left analog stick ⬇⬆
Sidestep left/right	left analog stick ⬅➡
Sprint	Double tap left analog stick ⬆
Turn/look up and down	right analog stick
Jump	⊗ button
Climb	left analog stick ⬆ (face the object you want to climb on to)
Shootdodge	Press **L1** button while moving in any direction (use right analog stick to pivot in the air)
Reverse Shootdodge	Double tap **L1** button while moving in any direction (use right analog stick to pivot in the air)
Action button (When ⊗ prompt appears onscreen)	⊗ button
Enter/Exit stationary vehicle (approach doors so the button prompt appears)	△ button
Cycle Loco Moves	Directional buttons ⬅➡
Use selected Loco Move	Directional button ⬆
Use Rewind	Directional button ⬇

Tip: There are many other acrobatic skills to be learned. Get on over to Los Toros and find them out at the Pistoleros Asociados, yourself.

Weapon Controls

You may have been told that violence never solved anything. You clearly never worked in the front line of the War on Drugs before.

Learn how to use various commonly used firearms at the **Pistoleros Asociados** in Los Toros.

Fire selected weapon (**hold** for automatic fire with certain weapons)	**R1** button
Cycle through available weapons	**L2/R2** buttons
Reload selected weapon	△ button

Target enemy head	Press and **hold** ▣ button (When target turns yellow, press **R1** button)

Note: Not all firearms are accurate enough to attempt headshot targeting. See **Weapons in Total Overdose** on p.26 for details of the most accurate weapons.

Target destroyable object	Press and **hold** ◎ button
Throw grenade (when selected)	**R1** button - press and **hold**, then **release** to throw
Aim Weapon	Use right analog stick

Note: If there's a red target onscreen, this is where your shots go. If there isn't a red target, use the white dot or cross hair cursor to aim.

QUICK SELECTING WEAPONS

Quick Weapon select shortcuts get the right weapon in your hands, quick!

◎ → △	Best automatic weapon
◎ → ▣	Best explosive weapon
◎ → ⊗	Best shotgun
◎ → ◎	Best single shot weapon
▣ → △	Molotov cocktail
▣ → ◎	Grenade
▣ → ⊗	Dynamite

Vehicle Controls

You can drive most vehicles you might see, as long as they're not totalled.

Steer	left analog stick
Accelerate	⊗ button
Brake/Reverse	▣ button
Exit Stationary Vehicle	△ button
Handbrake	◎ button
Lean out of Vehicle	**Hold L1** button

Leap from Vehicle	Press **R1** button when leaning out of vehicle
Shoot	**R1** button (only in open-topped vehicles)
Honk horn	**R3** button (press in right analog stick)

Loco Move Controls

Loco Moves are outlandish one-off moves that you can win in a variety of ways. Building a string of kills before the Combo Timer runs out or big scoring missions are both good ways of securing extra Loco Moves.

- To learn about the Combo Timer, see **Combo System** on p.20.

Highlight Loco Moves	Directional buttons ←→
Use selected Loco Move	Directional button ↑

SETTING UP THE GAME

1. Press the START button to open the Main Menu.
2. Use the directional buttons to ensure that NEW GAME is highlighted, then press the ⊗ button to advance.

   Note: Next time you play, if you have a saved game, select LOAD GAME to load it (For more detail, see Saving and Loading on p.25).
3. The game begins with you controlling agent (and father to Cruz and Ram) deep in the Central American jungles in the mid 80's.

Main Menu

You access all game modes from this menu and return here when you quit your game.

- Choose NEW GAME to start a new game.
- Choose LOAD GAME to continue a previously saved game.
- Choose OPTIONS to adjust settings (Options on p.25).
- CREDITS - Run the credits.

THE GAME SCREENS

The game screen provides huge amounts of information while you're playing **Total Overdose**. Use the below screenshot and descriptions to understand the basics!

Screen Displays

MISSION SCORE

This displays the total score for the current mission. High scores mean more rewards. Rewards include extra missions, extra pick ups and extra points.

- Every point scored during a Story Mission or a Point Challenge is automatically added to your Global Score.

HEALTH

As Ram suffers injuries, the red section of the bar shrinks. When the bar is empty, Ram dies.

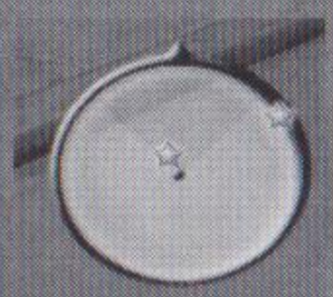
- Health pick ups can heal Ram and Body Armour temporarily shields Ram against losing health. See **Pick Ups** section on p.22.

WEAPON AND AMMO

These icons show which weapon you've got selected and how many rounds of ammunition are in the current weapon's clip.

- See **Weapons Controls** on p.26 and **Weapons in Total Overdose** for weapons controls and stats.

RADAR



Use the radar to spot where objectives, enemies and other key mission-related objects are. See **Reading the Radar** section on p.11 to learn what the icons mean.

AIMING/DIRECTION CURSOR

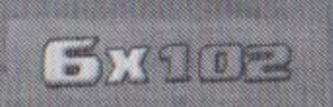
An Aiming and direction cursor is always present on the screen when auto targeting isn't activated. It's the whitish dot that by default rests in the centre of the screen. It indicates the direction that Ram moves in and will shoot in if auto targeting isn't activated.

Use the right analog stick to move the cursor over an enemy. If you're within range, the auto targeting icon appears.

STYLE POINTS

Style points measure your success in completing a mission in style! Use acrobatic skills and special moves linked together in quick succession to earn big scores. Gain style points for the seamless way that you deliver righteous fury and vengeance upon the scum of the Earth.

KILL MULTIPLIER



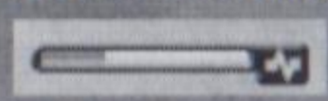
This indicates how many enemies have been killed in the current 'string'.

COMBO TIMER

Each time you waste a **bandito**, the Combo Timer starts a countdown. When the countdown reaches zero the current combo is calculated as number of kills multiplied by Style points and added to your Mission Score.

Dawdling and sneaking around in this game won't win prizes. Who the hell wants to watch someone act like a Ninja in Mexico, **pendejo**!

ADRENALINE BAR



Total Overdose's Adrenaline feature lets you pull off unfeasible feats of acrobatic carnage against multiple opponents. If you've got the moves, that is.

• Make sure that there are some bad guys nearby, then press the **L1** button to perform a 'Shootdodge' move. The Adrenaline Bar activates and time slows down while Ram is airborne.

LOCO MOVES

The currently selected Loco Move is highlighted with a black border.

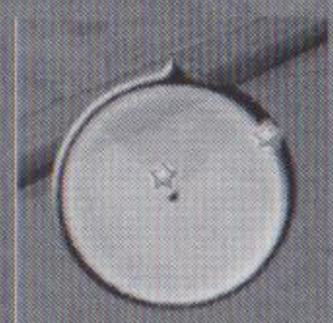
• See **Loco Moves Controls** and **Loco Moves** section on p.23 for details of the various moves you can earn and use.

REWINDS

Rewind pick ups can be found and earned in the course of your missions. Use a Rewind to turn back time when things don't go your way.

• Press the Directional button **DOWN** to use a Rewind.

Reading the Radar



Use the radar to find your way around the game world. Ram is always at the centre of the radar and the shaded segment of the radar show's Ram's field of vision. The various icons show the location or direction of objects or information valuable to Ram.

STORY MISSION

Story Missions are missions that must be completed to advance your adventure.

POINT CHALLENGE

Complete Point Challenges to gain experience, improve your gun-handling and acrobatic skills. If you score high, you can earn extra goodies and even get extra bonus points to increase your score.

TUTORIAL MISSION

Yo pistolero! If you need some training, Tommy's membership of the Pistoleros Asociados should help. The trainers are on hand to guide you through the various skills essential for success in the game's many missions.

ENEMY

A scumbag needs wasting, dude.

BOSS ENEMY

You must defeat the boss enemy to complete many missions. These guys, denoted on the radar as a big red dot, don't go down in a hail of bullets. Something more like a lead storm is required to floor these madres.

FRIEND

The green dots are your friends! Make contact with friendly associates; they might be able to help you out, give you advice or advance your mission.

FRIENDLY OBJECT (CAR OR CHARACTER)

Approach these green squares for helpful pick ups, crucial intel, useful gossip and vehicles you need to use.

COKE AND CHECKPOINTS

This blue square represents a package of cocaine or a checkpoint. Either way, get to it!

AREA ICONS

Centre of Los Toros.

Central Business District (Downtown).

Angel's apartment (Centro de los Angles).

Industrial estate (Zona Industrial).

Los Toros Bullring.

Meatpacking district (meat warehouse).

Junkyard.

Harbour area (Puerto).

Meat factory.

Pyramids.

Rancho Virgillo.

US border area.

Objectives Menu

- Press the **SELECT** button to open the Objectives Menu.

Use the Objectives Menu to help you advance your adventure through a Story Mission or choose additional side missions, known as PointChallenges. You can also access the In-Game Menu for options and loading save games.

In-Game Menu

The In-Game Menu is where you can access options and load a saved game.

- See **Options** on p.25 and **Saving and Loading** on p.26 for details.

Choosing Missions and Mission Types

Remember that this game involves doing more than just sight seeing. If your radar's edge is covered in icons and yellow stars, this means you have plenty to keep you busy. So focus on the job at hand, hombre!

- Press the **SELECT** button to open the Objectives Menu then press the ◎ button to review the missions. Use the Directional buttons to highlight the mission you want to begin then press the ⊗ button to accept.

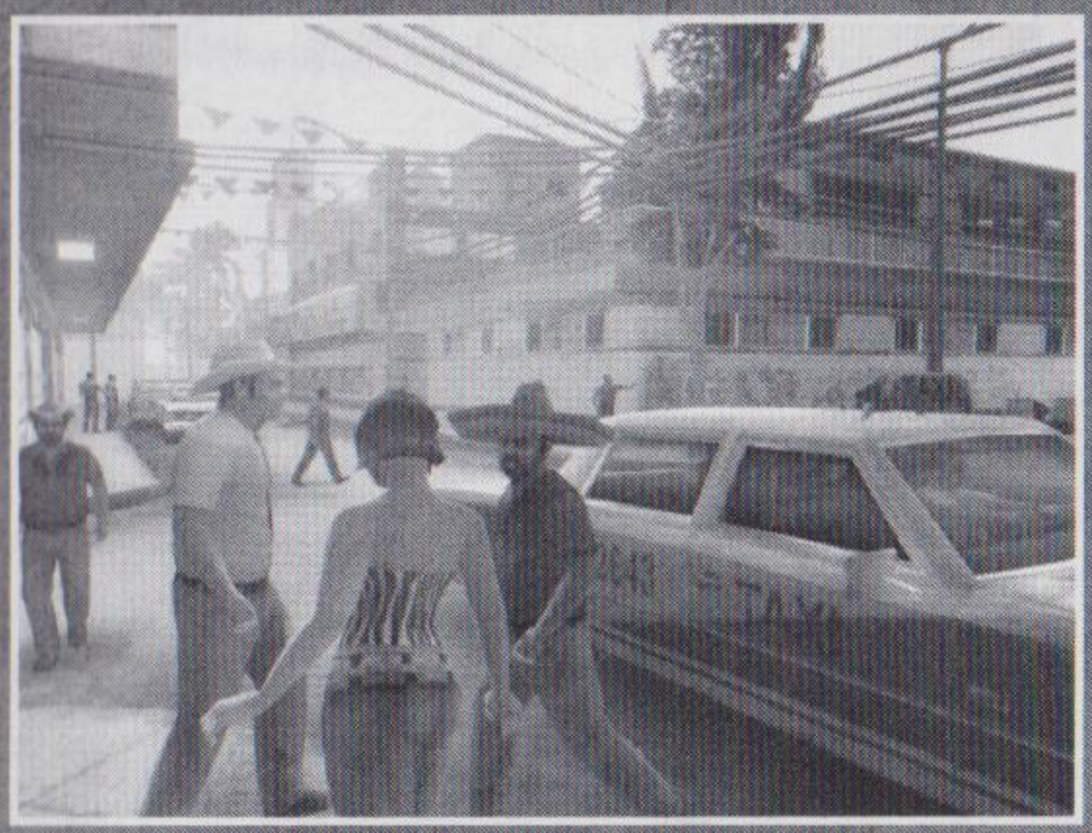
There are two types of mission in **Total Overdose**.

STORY MISSIONS

Story Missions are crucial if you intend to advance the story and overall game. You can find your way to these missions using the radar screen, or you can select them quickly in the Choose Mission section of the Objectives Menu.

POINT CHALLENGES

Point Challenges are side missions that help you build skills, points and additional experience and street cred. You should complete at least one Point Challenge after each Story Mission. If you excel at them, you might unlock further bonus Point Challenges.



EXPLORING THE GAME WORLD

Just south of the U.S. Mexico border lies the sprawling, chaotic and dusty city of Los Toros. Home to murderers, bandits, prostitutes and drug traffickers - and one or two innocent civilians.

Getting around in the City of Los Toros

There are various ways you can explore Los Toros and its surroundings.

On Foot

The obvious way to get around is just to use your feet.

'Hitch a Ride'

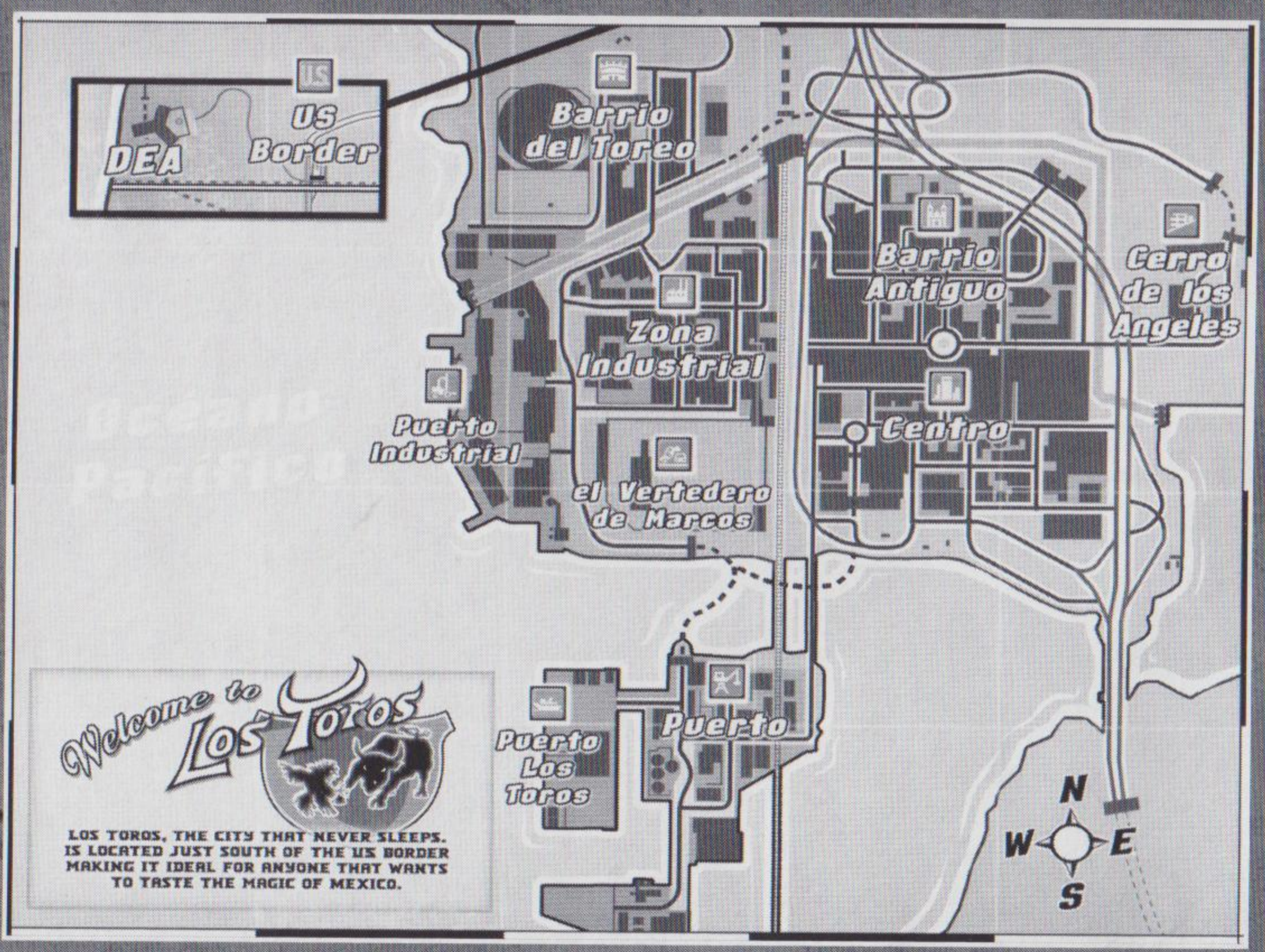
To get around faster, why not stop a car and hitch a free ride? Remember that you need to know how to drive, and watch out for all those civilians!

By Taxi

You might also try to hail a taxi to get to the destination of your choice.

When you get in the taxi, choose your destination using the directional buttons and press the ⊗ button to confirm.

Map



Travelling Between Areas

As you progress through the game, you'll notice larger green 'Area' icons at the edge of the radar. These indicate that missions are available in other areas of the game world.

To move to another area, head for the edge of the area you are in. You'll know you're at the edge when icons appear suspended above the road, pathway or drain in a blue transparent fog. Move under the icons to enter the next area. If there is more than one icon, a City Map Select screen appears.

CITY MAP SELECT

- Press the Directional buttons ⬇⬆ to choose the area you want to travel to then press the ⊗ button.

The Pistoleros Asociados

This is the place to be if you'd like to get to grips with the control method, scoring system, special moves and weaponry of **Total Overdose**.

It is highly recommended that you complete the five tutorial areas at the Pistoleros Asociados before you venture further into the game. These tutorials provide in-game instruction to help you get to grips with **Total Overdose's** unique and exciting stunt-based acrobatic control and combat system.

ADRENALINE!

Adrenaline lets Ram defy the laws of time and motion, for a few moments at least. Enemies, cars and other objects move slower but Ram still rotates and shoots at his normal speed. This means he can perform more moves before hitting the ground again. The aim is clear, use Adrenaline energy to waste as many dirty pendejos as possible for big stylin' scores!

HOW TO USE ADRENALINE:

1. First, make sure there are some bad guys close by. If auto targeting is working, you're close enough!
2. Now, perform any Kill Move, such as a Shootdodge (press **L1** button) or Wall Walk (left analog stick and **L1** button at a wall) in sight of the enemy. Time slows to a crawl, but Ram can still shoot and aim as he pleases.
3. Use the right analog stick to help aim at the bad guys and press the **R1** button to fire your selected weapon.

Note: Time only slows down if enemies can be autotargeted!

ADRENALINE ENERGY

You can't spend your whole life in freeze frame so the Adrenaline Bar shows you how much Adrenaline energy is left for your gravity- and time-defying stunts. Time spent in slow motion drains energy from the Adrenaline Bar; the longer the slow-motion move is, the more energy is used.

If the Adrenaline Bar is empty then an Adrenaline move isn't possible. Wait a while to let the Adrenaline Bar replenish itself.

- If there's no Adrenaline Bar onscreen, this means your Adrenaline energy is at full charge.

Kill Moves

The Kill Move is central to your mission to rid Mexico of the drugs cartels and clear your father's name.

The following moves are described separately and can be practiced in safety at the Pistoleros Asociados (that's the Shooter's Association, to you gringo!).

SHOOTDODGE

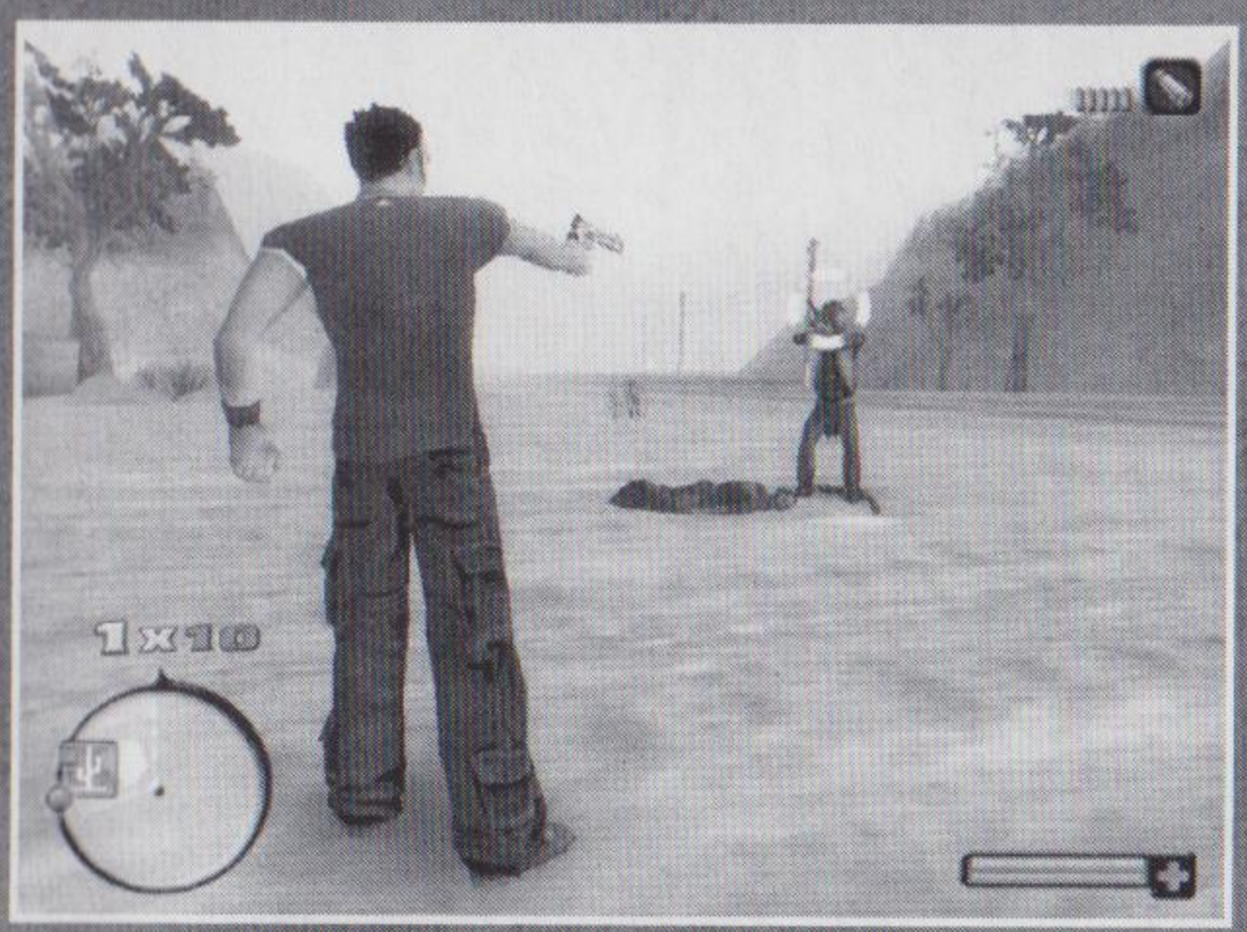
The Shootdodge move is the cornerstone of delivering death in **Total Overdose**. Ram's time on a surfboard has given him a level of balance and agility that makes him an acrobatic demon on the streets.

In a diving Shootdodge position, Ram presents a much smaller target to his would-be killers. Additionally, shootdodging near enemies activates your Adrenaline, giving plenty of opportunity to send **banditos** to their Maker!

To Shootdodge move the left analog stick in the desired direction then press the **L1** button.

- To rotate mid-Shootdodge, use the right analog stick. This will help you target multiple enemies in one Shootdodge move.
- A Shootdodge can be performed in any direction.
- To perform a Reverse Shootdodge, tap the **L1** button twice in quick succession while moving in any direction.

HEADSHOT



The Headshot will snuff out most assailants, other than Boss Villains, with a single bullet. However, since it's a precision move, timing is crucial.

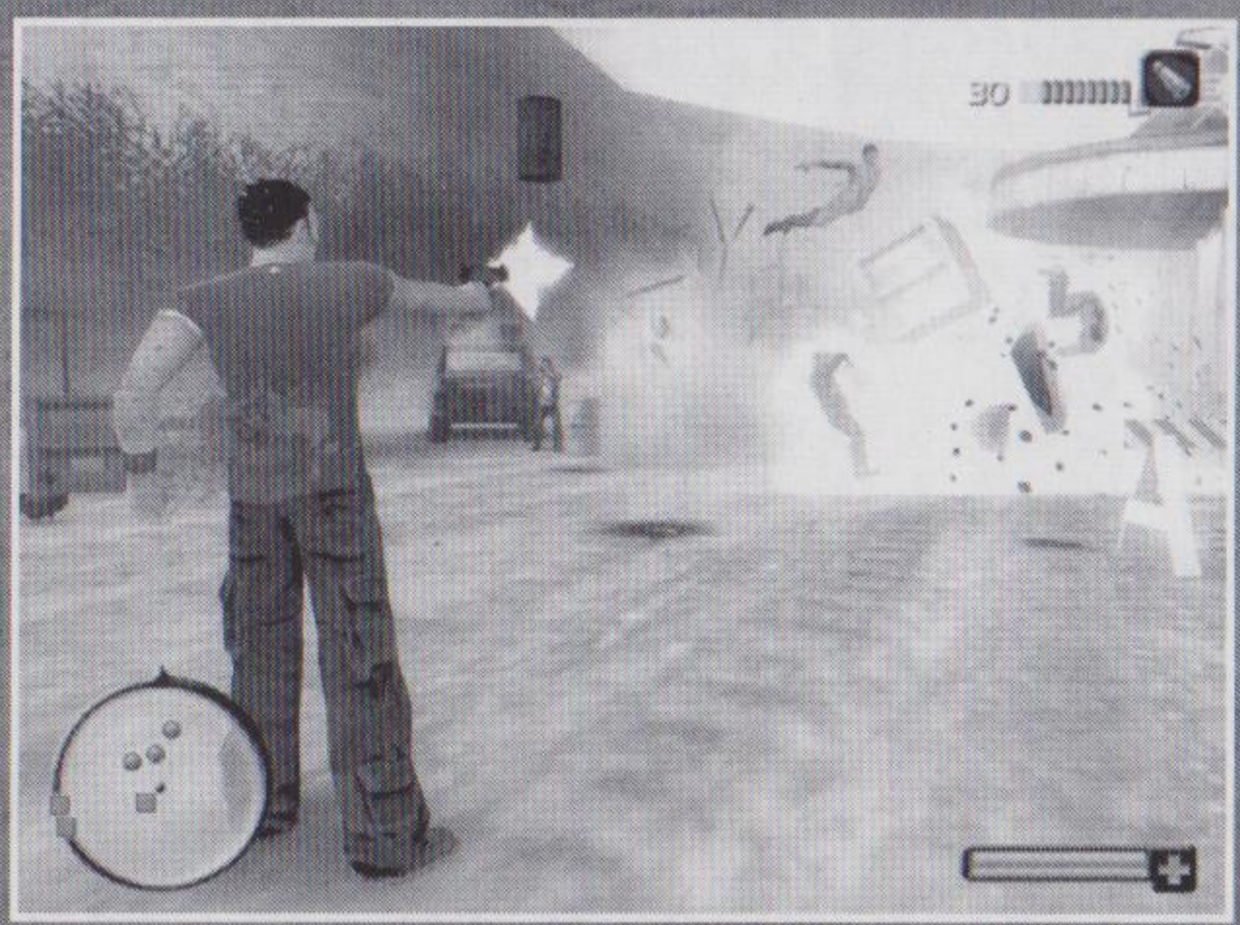
Note: Not all weapons are precise enough to perform a headshot. See **Weapons in Total Overdose** for a list.

1. Press and **hold** the ◎ button to target the head of the enemy immediately in front of Ram.
2. Press the **R1** button only when the four targeting brackets meet at the enemy's head and turn yellow.

   Tip: Listen out for the audio effect, too. This helps time it right at longer range.

- Only split second timing makes a perfect headshot. Press the button too early or too late and you'll need to try again.

HAVOC KILL



The Havoc kill is a stylin' way to use unstable, explosive items to wipe out your adversaries.

Use the ◎ button to target such items. Once the item is targeted, shoot it using the **R1** button.

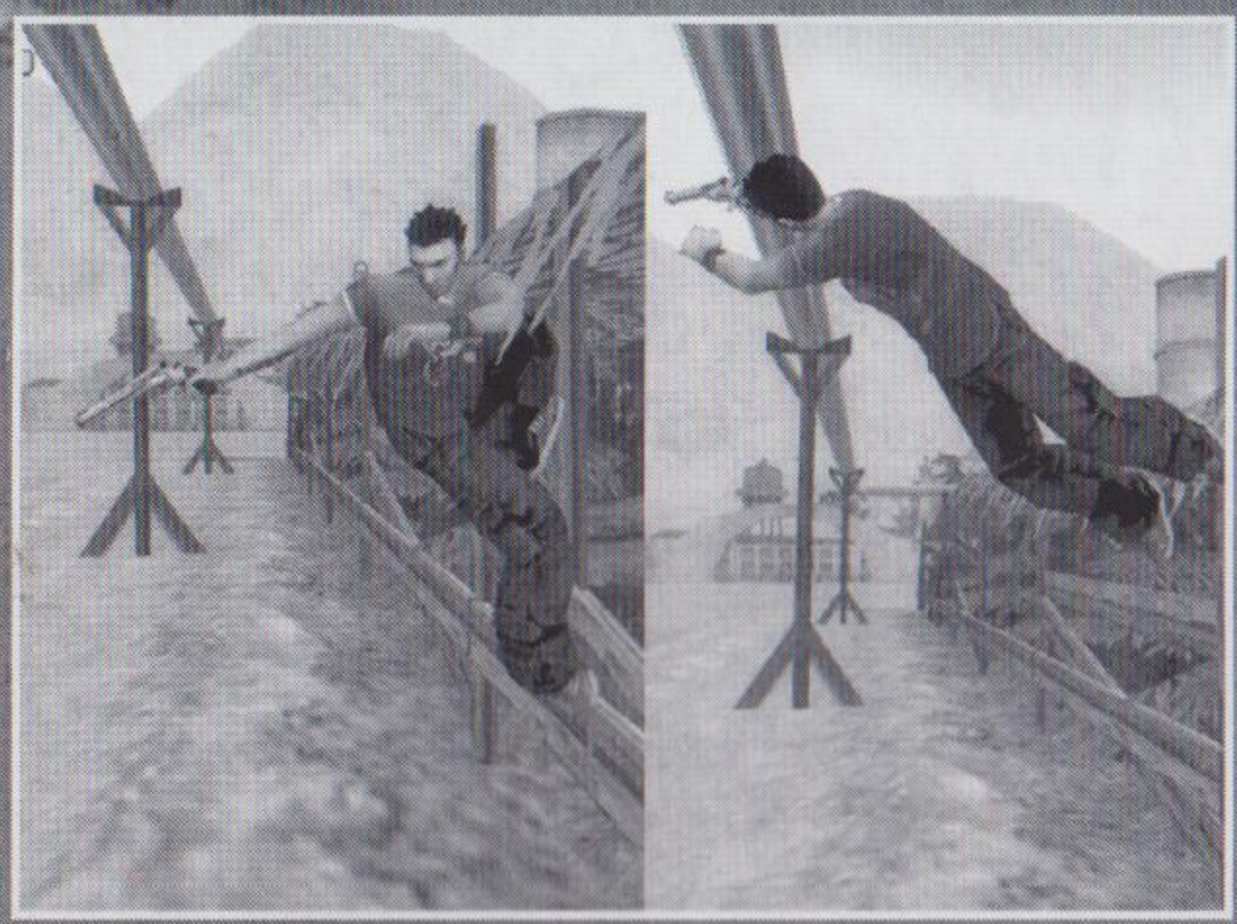
WALL WALK

The Wall Walk is an acrobatic move where Ram runs a few steps up a wall and leaps off performing a cartwheel in the air before landing safely on his feet.

1. Push the Left analog stick ⬅/➡ into a wall then press the **L1** button. Make sure you don't hit the **L1** button too early, though.
2. As soon as auto targeting locks on, press the **R1** button to start shooting.

   Note: If you are quick on the right analog stick, you may be able to hit multiple targets for extra style points.

WALL BOUNCE



The Wall Bounce involves running almost directly at a wall and then bouncing off it, facing away from the wall, setting you up for a forward Shootdodge.

1. Run at a wall and press the **L1** button. Ram executes the Wall Bounce.
2. Once in the air, use the right analog stick to adjust Ram's view and fire (**R1** button) as the red target appears on each enemy.

- Deft use of the left and right analog sticks and plenty of Adrenaline energy should help you pull off multiple Wall Bounce kills.

120º/180º/270º/360º/TWISTER KILLS

While in a Shootdodge, push the right analog stick ⬅/➡ until Ram has turned the number of degrees listed above. When the target appears press the **R1** button to make a kill and get valuable extra style points. Twister involves turning both ways before shooting, a show-boating move that's difficult to execute!

KILL MULTIPLIERS: DOUBLE/TRIPLE/QUAD/ETC

If you make multiple kills within a kill move, this is displayed onscreen and means extra points!

OTHER KILL MOVES

Gringo Frenzy	Waste multiple enemies within a very short timeframe for a Gringo Frenzy alert and bonus.
Point Blank	Shooting an enemy while he is really close counts as Point Blank move.
Dirty	Ending a hood's life while he is lying on the ground counts.

Brawl Moves	When you kill an enemy using your bare hands, you will get a name for the move matching the mode of attack! Hitting an enemy in front of you results in an '**Elbow Smash**'.
Dodge This	Waste an enemy who's mid Shootdodge gets you a 'Dodge This' bonus.
Butcher	Killing an enemy with any of the melée weapons gains a 'Butcher kill' bonus.
Exit Vehicle Kill	When driving in a vehicle you can perform an Exit Vehicle kill. Press the **L1** button to lean out then press **R1** button to leap out of the car. Just make sure you have some enemies in your sights.
Vehicle Kill/Door Sweep	If you're running low on ammo or simply want to vary the way you bring righteous justice to the cartels, why not use a vehicle or open vehicle door as a weapon?

Combo System

Total Overdose is all about taking out the bad guys with **pistolero style** and **not** taking your time about it.

- Each time you waste an enemy you score style points and start the Combo Timer.

Combo Timer

Once you've killed an enemy, the Combo Timer starts counting down and you have a short amount of time to perform another kill to create a "string".

- Listen for a change in the pace of the music; this means the Combo Timer has started to count down.
- Get busy and waste another opponent to continue the "string". This increases the points you score per kill and this figure appears above the Combo Timer.

Once the Combo Timer runs out, the killing spree ends. The points per kill are multiplied by total number of kills and added to the total mission score. Higher scores in missions mean better rewards for you, amigo.

COMBO SYSTEM TIPS

The bigger the combination of moves and their relative difficulty, the more style points are scored - simple and effective!

- Hang about and you'll lose important points that are gained by massive combo kill strings.
- Be creative and use a variety of Ram's moves to perform your kills and you'll score more points.

RULE OF THREE

For every three scumbags you kill in a 'string', you get a reward.

- The first three 'offed' means an important Health power-up for you.

Tip: Try to get even higher kill combos to win further cool rewards. Further rewards come at 6, 9, 12, 18, 24, 30 and every ten kills thereafter.

Unique Combo Moves

Unique combo moves allow you to gain extra style points on top of those gained through kill strings. If you perform a predefined sequence of moves, you get the props and the points!

Below are a few examples, but there are many more to be discovered, hombre!

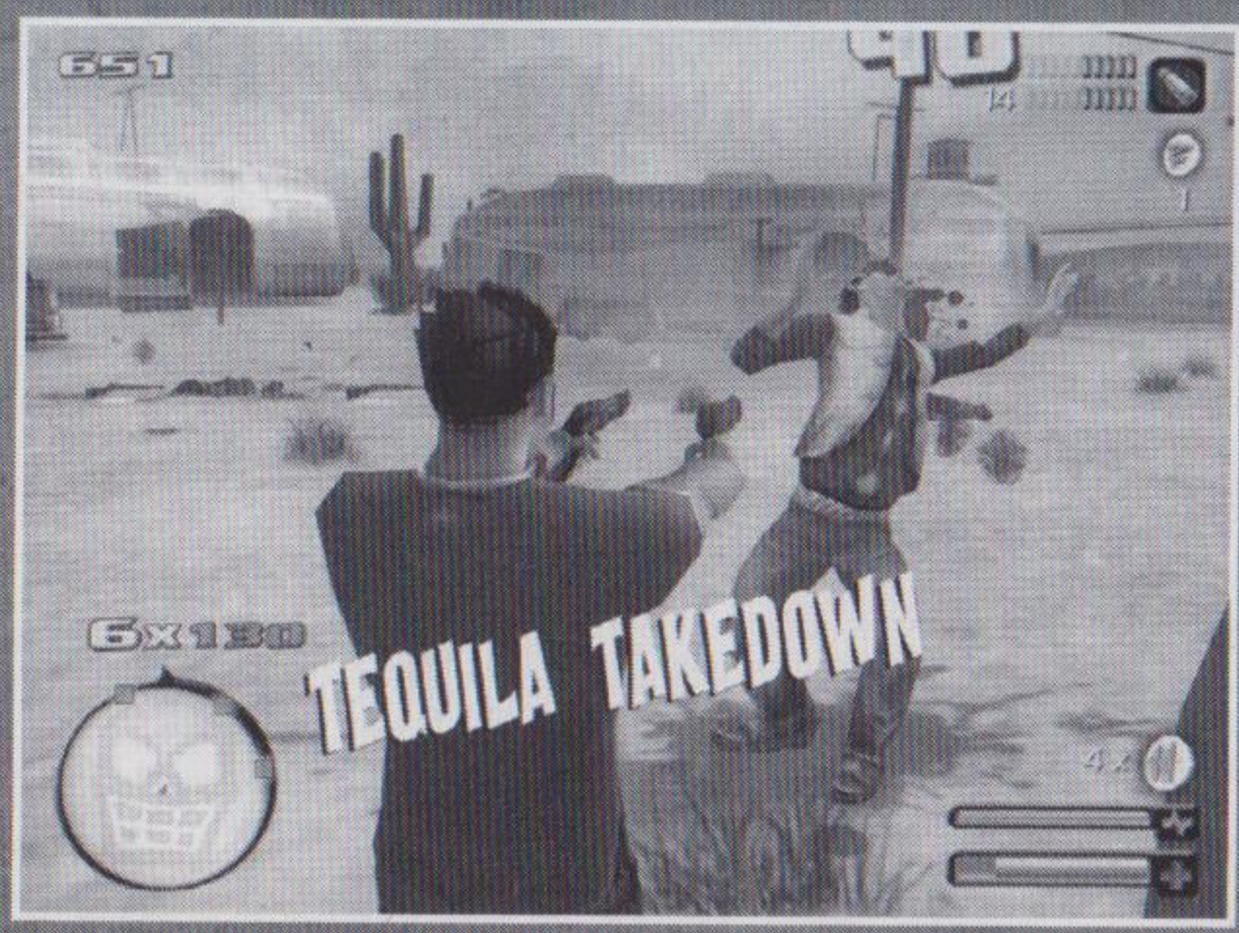
Note: Unique combo move scores are indicated by the numbers that rise from the corpses of your victims!

BULLS EYE KILL

Try to make a shootdoge headshot kill and maybe you can perform a Bulls Eye gaining 50 points! Here's how:

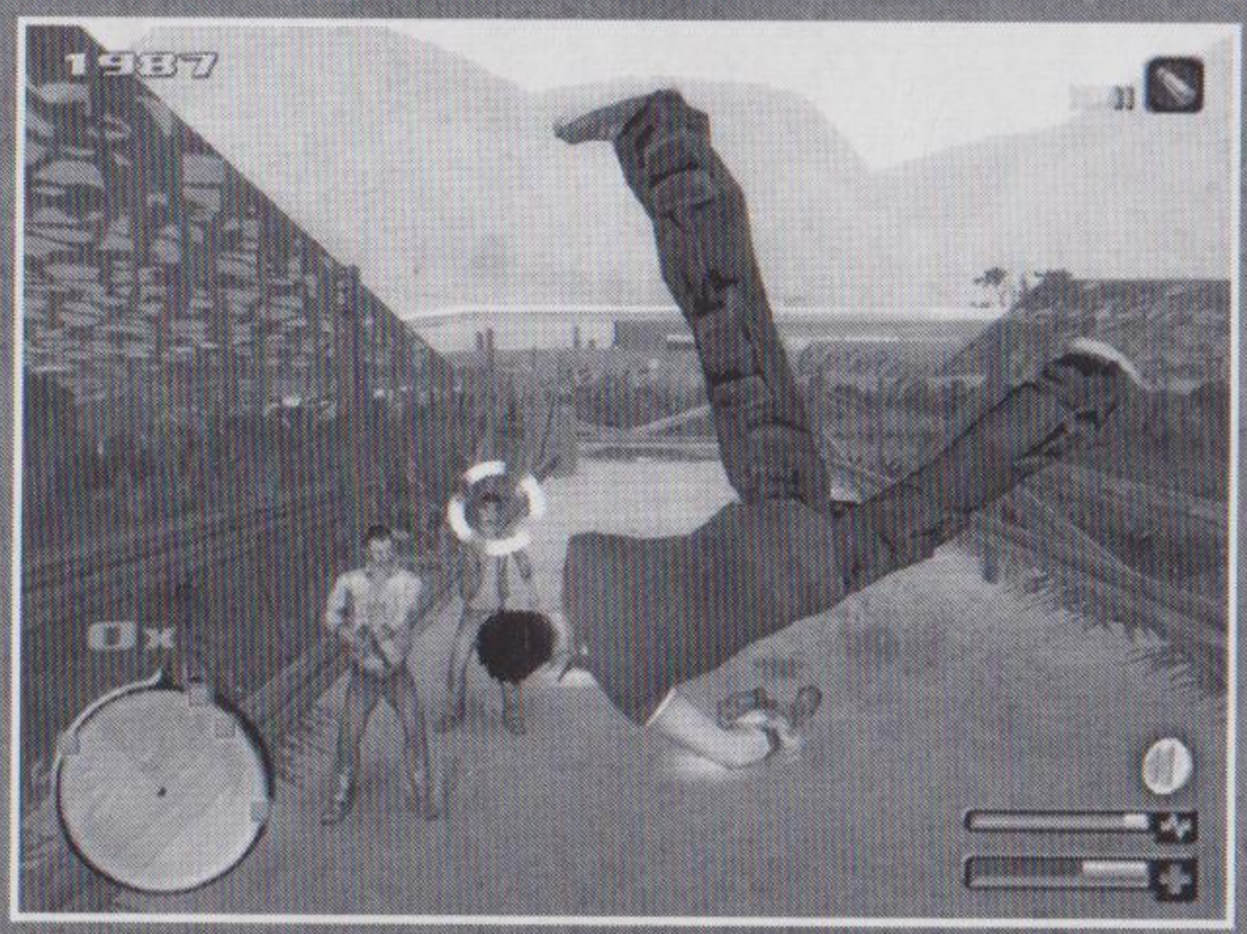
1. Run close to an enemy then press the **L1** button to Shootdodge.
2. Use the right analog stick to make sure Ram's looking at the enemy and press the ▣ button to target the enemy's head.
3. As the four targeting brackets meet and turn yellow, press the R1 button to fire your weapon! Time it right and gain the BULLS EYE alert and fifty points!

TEQUILA TAKEDOWN



Get in real close and perform a headshot (▣ button) on an enemy without shootdodging and you can make a Tequila Takedown (100 points).

FLY-ON-THE-WALL



The Fly-On-The-Wall is a stunning combination of a Wall Walk cartwheel and a headshot. Easy to say, trickier to perform.

1. Use the left analog stick and the **L1** button to begin the Wall Walk.
2. When you're into the move, press the ▣ button to target the head. When the target turns yellow, press the **R1** button and let the bullets fly!

Pick Ups

Pick Ups are scattered throughout the game world. Keep an eye out for them and walk over them to bag 'em.

WHITE BLOOD DROPS

Collect ten of these to permanently increase Ram's Adrenaline Bar.

RED BLOOD DROPS

Collect ten of these to permanently increase Ram's Health Bar.

WEAPON SKILL GOODIES

Collect ten of these puppies to allow Ram to shoot a pair of certain weapons at the same time. Double targeting and double firepower awaits! Collect loads of Weapon Skill Goodies to win unlimited ammo for different weapons.

Note: See **Weapons in Total Overdose** on p.26 to see a full list of weapons that can be used with the Dual weapon skill.

COMBO TIMER GOODIES

These little beauties give you Double Combo time to find and waste the next bad guy.

POINTS GOODIE

Points goodies are scattered everywhere. A bit of sight seeing and exploration could reap extra points. Big scores mean bonus missions and extra pick ups.

BODY ARMOUR

Collect a Body Armour goodie to temporarily increase Ram's resistance to gunfire. When the blue overlay shrinks to nothing, the protection ends.

HEALTH BOOST

Find these helpful health boosts to cure wounds. They come in two sizes, Big and Small.

Loco Moves

Loco Moves are outrageous one off special moves that you can activate using the directional buttons, if you've earned or found 'em. They give temporary and short-lived special powers so don't dawdle when you've activated one!

← →
- Press the directional buttons **LEFT/RIGHT** to highlight a Loco Move.

↑
- Press the directional button **UP** to use highlighted Loco Move.

Tip: Learn how to use the Loco Moves in the Loco Moves pit at the Pistoleros Asociados in Los Toros.

GOLDEN GUN

Use the Golden Gun to take enemies out with a single head shot. You've only got four shots and this weapon will not kill Boss enemies with a single shot. It will still inflict serious damage.

TORNADO

Unleash twin gun fury in a whirlwind of a spinning assassination move.

EL TORO

Ram is blessed with the strength and speed of a raging bull. He is rendered temporarily invulnerable by the red mist before his eyes.

- Use the right analog stick to run into enemies. Make contact to destroy them, instantly.

EL MARIACHI

Mariachis ply their trade across Mexico bringing sweet guitar music to the masses. El Mariachi promises music but delivers only the final overture in a gangster's life.

MAD WRESTLER

Ram is temporarily joined by a fat and very angry bat-wielding Mexican wrestler, who isn't taking any prisoners.

PIÑATA

Throw this traditional papier mâché effigy to a gang of hoodlums and watch (from a safe distance) as they relive their youth and delight at the surprises within!

SOMBRERO OF DEATH

Ram is temporarily joined by the Sombrero of Death, who is unleashes death and destruction all around him with his boomstick!

OPTIONS

To adjust various options within **Total Overdose**, highlight OPTIONS in the Main Menu and press the ⊗ button to advance.

- In-game, press the **SELECT** button then press the ⊗ button to open the In-Game Menu. Finally use the directional buttons to scroll to options and press the ⊗ button?to select.

Options are grouped in the following sub menus:

SETTINGS - Adjust your game settings, including Gore, Difficulty, Subtitles, Vibration, Autosave and inverting X and Y axes.

SOUND - Adjust music, speech, effects and ambience volumes and restore default settings.

A Note on Difficulty Settings: NORMAL is the default setting. If you're a novice game player, choose EASY and banditos inflict less damage.

SAVING AND LOADING

Total Overdose autosaves at key points in the game. If Ram dies, you can use a Rewind or enter the Load Game Menu where your most recent savegame (or autosave) is highlighted automatically.

Saving a Game

Save Points are located throughout the game world. If you spot one of these shining blue pillars of light, you can walk into it and press the ⊗ button to save the game.

HOW TO SAVE A GAME:

1. Walk into Save Point and press the ⊗ button.
2. The Save Game Menu opens. Use the directional buttons to highlight an EMPTY GAME slot.

   Note: If you wish, you can overwrite a previously saved game, though overwritten data will be lost. Please check first, if it's not your save game.
3. Press the ⊗ button to save the game.

   Note: If you are overwriting, then select YES and press the ⊗ button to confirm the save.

Loading a Game

You can load a saved game from the Main Menu or the In-Game Menu.

- If you are already playing a game, press the SELECT button then press the ⊗ button to open the In-Game Menu.

1. Use the directional buttons to highlight LOAD GAME and press the ⊗ button. Now, use the directional buttons to highlight the SAVE GAME you want to load.

   Note: Each SAVE GAME gives details of the date, time, mission and score of the save to help make sure you choose the right one.

2. Press the ⊗ button to select then use the directional buttons to highlight YES and finally press the ⊗ button to confirm you'd like to load the game.

WEAPONS IN TOTAL OVERDOSE

There is a variety of weaponry in common use by the DEA, the Mexican drug cartels and the general criminal element. Familiarise yourself with the weapons available here.

Firearms

	Description	Damage	Range	Accuracy	Fire rate	Clip size	Dual wielding	Headshot
Handgun	Standard issue automatic pistol	Low	Medium	Medium	Medium	10	Yes	Yes
Heavy Handgun	A larger, more powerful revolver type weapon with a six round capacity. It'll blow your head clean off.	High	Medium	High	Low	6	Yes	Yes
Rifle	A basic rifle, commonly used at gun clubs and as home protection.	Medium	Medium	Medium	Medium	10	Yes	Yes
Hunting Rifle	The sort of weapon widely used to keep down pests, such as foxes and wolves. Also used for hunting down informants and gringo undercover agents.	Medium	Long	High	Medium	5	No	Yes

Sawn-Off Shotgun	A very popular close quarters weapon. If used skilfully, leaves little behind for a body bag.	High	Low	Low	Low	2	Yes	No
Combat Shotgun	Shotgun with higher accuracy than the sawn-off and greater ammo capacity.	High	Medium	Medium	Medium	6	No	No
Sub-machine Gun	Ideal for single handed use. Awesome amounts of firepower from a pistol sized weapon.	Low	Medium	Low	High	30	Yes	No
Military SMG	More accurate and powerful submachine gun, popular with the forces of law and order.	Medium	Medium	High	High	20	No	Yes
Assault Rifle	US made Standard issue 5.56mm Assault Rifle	Medium	Long	Medium	High	30	No	Yes
Modern Assault Rifle	US made special issue 5.56mm Assault Rifle	High	Long	Medium	High	20	No	Yes

Heavy Weapons

	Description	Damage	Range	Accuracy	Fire rate	Clip size
Grenade Launcher	Break-barrel loaded, shoulder fired antipersonnel grenade launcher.	Very High	Medium	Medium	Medium	none
Rocket Launcher	Two shot rocket launcher, ideal for taking out larger vehicles, or important hoods.	Extreme	High	High	Low	none

The Throw Power Meter lets you visually judge how much power to put into the throw. Practice at the Pistoleros Asociados where there are unlimited grenades.

Thrown Explosives

Thrown explosives can cause widespread carnage in a big group of banditos. But be careful they don't blow up in your face!

How to throw explosives:

1. Use **L2/R2** buttons to select a hand grenade, Molotov Cocktail or Dynamite Stick.
2. Now, press and hold the **R1** button and allow the Throw Power Meter to fill.
3. As the Throw Meter fills, use the right analog stick to aim the direction of the throw.
4. Finally, release the **R1** button and Ram throws the selected object. Keep well clear as the carnage begins!

	Description	Damage	Range	Accuracy	Fire rate
Molotov Cocktail	Named after a Russian revolutionary, this petrol-filled bottle will cause some nasty burns.	Low	Medium	Low	High
Dynamite Stick	Dynamite packs a powerful punch, don't hold on too long!	High	Medium	Medium	Medium
Hand Grenade	A pineapple that you cannot eat. Thrown well,it'll leave a nasty taste in someone's mouth.	Very High	Medium	Low	Low

Melée Weapons

There are a variety of implements that can be wielded if you run out of ammo or want to get up close and personal. Only one can be carried so the last one you picked up is the one you'll use.

All melee weapons inflict VERY HIGH damage but can only be used at very close range.

Unarmed Combat

Sometimes, when weapons are thin on the ground or in very close quarter, close combat techniques are required.

The close combat move that Ram uses depends upon the angle Ram is at in relation to an enemy. He can execute different punches, jabs, elbow smashes, head butts and kicks, so practice from all angles.

cheats

L1 L2 L3 R1 R2 R3
hold 3 seconds

All loco moves
00 L2 R2

Max health
X □ O △

Max Rewind
R1 R2 L2 X

Unlock all weapons
△ L1 R2 □

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34

35

Warning

To Owners Of Projection Televisions

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the cathode ray tube. Avoid repeated or extended use of video games on large-screen projection televisions.

Notice

CONTACT INFORMATION

If you have any questions or need help solving a problem with this game then please send an email to: Techsupport@sci.co.uk and one of our trained personnel will reply. (Average response time is 24hrs, Monday-Friday).

CUSTOMER SUPPORT TELEPHONE SERVICE: SCi Games has a Customer Support telephone service in the UK that is staffed by trained technicians who should be able to help you with your SCi Games product-related problems. TEL: 020 7326 9147. FAX: 020 7326 9149.

The Customer support line is open Monday to Thursday from 9.30am to 6pm and Fridays from 9.30am to 3.30pm.

TO CONTACT SCi GAMES BY POST: **Customer Services, 14 Ivory House, Plantation Wharf, Battersea, London SW11 3TN.**

Warranty

Warranty For Your Copy of PlayStation®2 Game Software.

If you discover a problem with this Game or simply wish to return it, please contact your retailer. They will inform you of your legal rights and the service they offer. Where applicable, they will inform you of the necessary procedures you should undertake. This does not affect your statutory rights.

Customer Services Numbers

- **Australia** — **1300 365 911**
  Calls charged at local rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

- **Österreich** — **0820 500 535**
  0.145 Euro/Minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen.

- **Belgique/België/Belgien** — **011 516 406**
  Prix d'un appel local. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

- **Danmark** — **33 26 68 00**
  Man-Torsdag 9-16.30 Fre 10-15. Ring venligst kun til disse kundeservicenumre vedrørende hardwaresupport til PlayStation-produkter.

- **Suomi** — **0600–411911**
  17.00-21.00 ma-to, 0.79 Euro/min. Tätä asiakaspalvelunumeroa voi käyttää vain PlayStation-tuotteiden laitteistotukeen liittyvissä kysymyksissä.

- **France** — **0820 31 32 33**
  Prix d'un appel local - ouvert du lundi au samedi. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

- **Deutschland** — **01805 766 977**
  0,12 Euro/minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen.

- **Ελλάδα** — **00321 0678 2000**
  Εθνική Χρέωση. Παρακαλείστε να τηλεφωνείτε σε αυτούς τους αριθμούς του Τμήματος Εξυπηρέτησης Πελατών μόνο για θέματα υποστήριξης υλισμικού των προϊόντων PlayStation.

- **Ireland** — **0818 365065**
  All calls charged at National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

- **Israel** — **09 971170**
  Please call these Customer Service Numbers only for hardware support of PlayStation products.

- **Italia** — **848 82 83 84**
  Tariffa Nazionale. Chiamare questi numeri del Servizio Clienti solamente se si necessita di assistenza relativa all'hardware dei prodotti PlayStation.

- **Malta** — **21 344700**
  National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

- **Nederland** — **0495 574 817**
  Interlokale kosten. Bel deze klantenservicenummers alleen bij hardwareproblemen met PlayStation-producten.

- **New Zealand** — **09 415 2447**
  National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

- **Norge** — **820 75 050**
  Mon-Fre 8.30-16.30. Vennligst ring disse kundeservicenumrene bare for maskinvarestøtte i forbindelse med PlayStation-produkter.

- **Portugal** — **707 23 23 10**
  Contacte-nos através destes números de Assistência ao Cliente para obter asitÊncia técnica (hardware) apenas para produtos da PlayStation.

- **España** — **902 102 102**
  Tarifa nacional. Al llamar a estos números del Servicio de atención al cliente sólo obtendrá asistencia para los productos PlayStation.

- **Sverige** — **08 587 822 40**
  Mån-Tors 8-17 Fre 8-15.30. Ring endast dessa kundservicenummer för maskinvarusupport av PlayStation-produkter.

- **Suisse/Schweiz/Svizzera** — **0848 84 00 85**
  Tarif appel national / Nationaler Tarif / Tariffa Nazionale. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

- **UK** — **08705 99 88 77**
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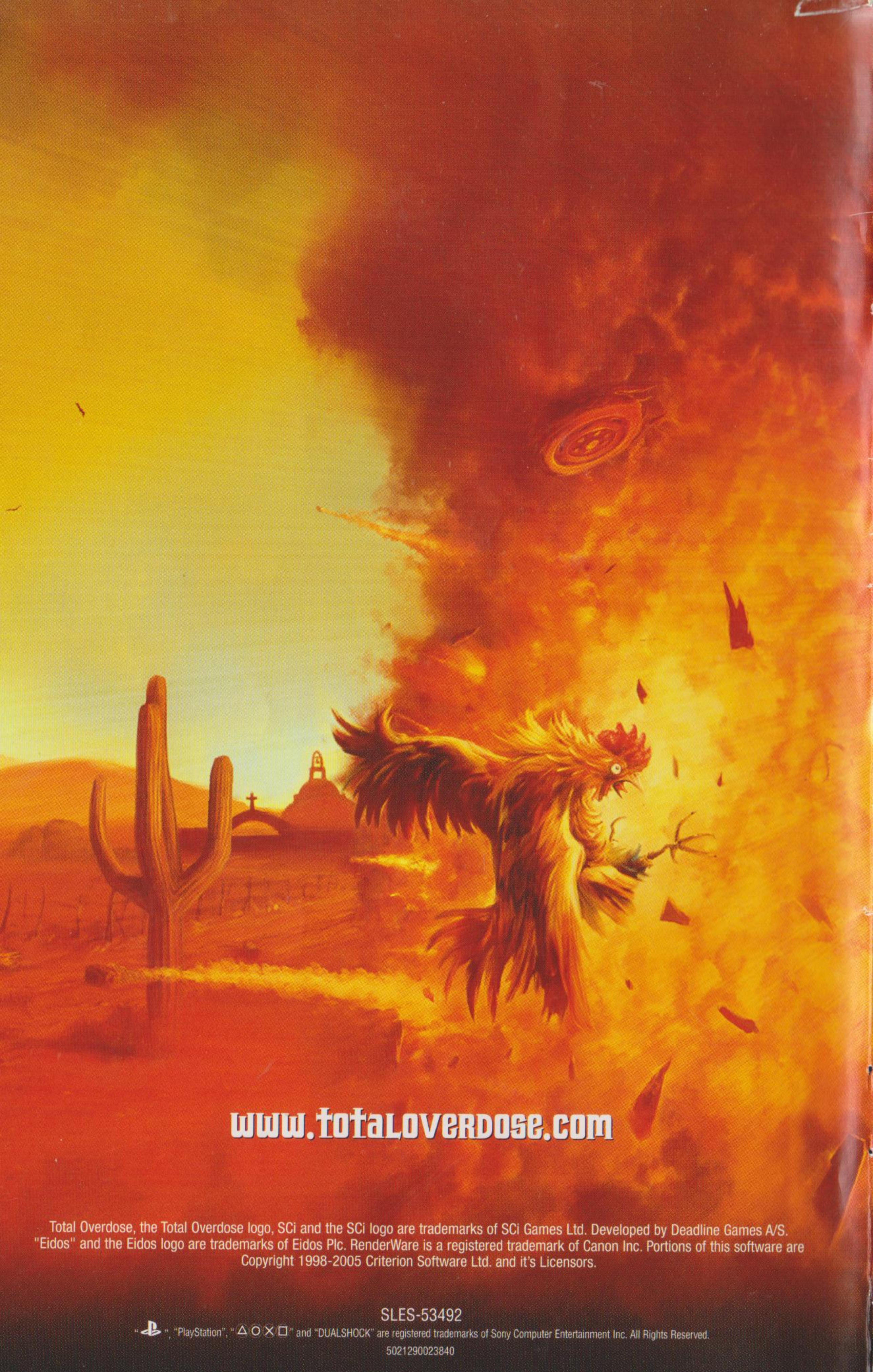

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